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L2	1794	380/201 or 713/167 or 726/32	US-PGPUB; USPAT	OR	OFF	2006/12/06 18:24
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L4	347	"motion picture" and identif\$4 and mark\$3 and scene and pattern and select\$4 and plurality and copy and fram\$3	US-PGPUB; USPAT	OR	OFF	2006/12/06 18:28
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L6	2	"motion picture".clm. and identif\$4.clm. and mark\$3.clm. and scene.clm. and pattern.clm. and select\$4.clm. and plurality.clm. and copy.clm. and fram\$3.clm.	US-PGPUB; USPAT	OR	OFF	2006/12/06 18:35
L7	4082	360/60 or 369/84 or 705/57 or 399/366	US-PGPUB; USPAT	OR	OFF	2006/12/06 18:35
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Best 200 shown

Relevance scale ☐ ☐ ☐**1** [Courses: State of the art in interactive ray tracing](#)

Peter Shirley

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06****Publisher:** ACM PressFull text available: [pdf\(14.08 MB\)](#)Additional Information: [full citation](#), [abstract](#)

Recent improvements in computer hardware have allowed ray tracing to be used in some interactive applications. The trends in architecture and expansions of geometric model should increase the use of interactive ray tracing. This course presents recent and often not-yet published work on interactive ray tracing.

2 [The elements of nature: interactive and realistic techniques](#)

Oliver Deussen, David S. Ebert, Ron Fedkiw, F. Kenton Musgrave, Przemyslaw Prusinkiewicz, Doug Roble, Jos Stam, Jerry Tessendorf

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04****Publisher:** ACM PressFull text available: [pdf\(17.65 MB\)](#)Additional Information: [full citation](#), [abstract](#)

This updated course on simulating natural phenomena will cover the latest research and production techniques for simulating most of the elements of nature. The presenters will provide movie production, interactive simulation, and research perspectives on the difficult task of photorealistic modeling, rendering, and animation of natural phenomena. The course offers a nice balance of the latest interactive graphics hardware-based simulation techniques and the latest physics-based simulation techni ...

3 [Facial modeling and animation](#)

Jörg Haber, Demetri Terzopoulos

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04****Publisher:** ACM PressFull text available: [pdf\(18.15 MB\)](#)Additional Information: [full citation](#), [abstract](#)

In this course we present an overview of the concepts and current techniques in facial modeling and animation. We introduce this research area by its history and applications. As a necessary prerequisite for facial modeling, data acquisition is discussed in detail. We describe basic concepts of facial animation and present different approaches including parametric models, performance-, physics-, and learning-based methods. State-of-the-art techniques such as muscle-based facial animation, mass-s ...

4 A differential compiler for computer animation



Michel J. Denber, Paul M. Turner

August 1986 **ACM SIGGRAPH Computer Graphics , Proceedings of the 13th annual conference on Computer graphics and interactive techniques SIGGRAPH '86**, Volume 20 Issue 4

Publisher: ACM Press

Full text available: pdf(722.17 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A program for the real-time display of computer animation on a bit-mapped raster display is presented. The differential compiler performs temporal domain image data compression using frame replenishment coding on successive frames of animation stored in memory as bitmaps and saves only the differences. A small run-time interpreter then retrieves and displays the differences in real-time to create the animated effect. This results in a significant reduction in storage requirements, and allows ani ...

5 Textures: Psychologically-based vision and attention for the simulation of human behaviour



Stephen J. Rymill, Neil A. Dodgson

November 2005 **Proceedings of the 3rd international conference on Computer graphics and interactive techniques in Australasia and South East Asia GRAPHITE '05**

Publisher: ACM Press

Full text available: pdf(411.42 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

We describe a system designed to improve the simulation of human crowd behaviour by considering the visual perception and attention of each individual in the crowd. All of our techniques are based on psychology research; the ways this has been used are explained in detail. Our system runs in real-time, allowing quick experimentation with different ideas. The attention shifts for each actor, along with the associated gaze shifts, are controlled by a set of communicating agents. The agents can mak ...

Keywords: attention, behaviour simulation, vision

6 QoS and congestion control: A model for MPEG with forward error correction and TCP-friendly bandwidth



Huahui Wu, Mark Claypool, Robert Kinicki

June 2003 **Proceedings of the 13th international workshop on Network and operating systems support for digital audio and video**

Publisher: ACM Press

Full text available: pdf(199.90 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The growing requirement of TCP-Friendly bandwidth use by streaming video plus the proven advantages of Forward Error Correction (FEC) to combat packet loss presents the opportunity to optimize the amount of FEC in a TCP-Friendly video stream. In this paper, we derive an analytical model for predicting the playable frame rate in a TCP-Friendly MPEG stream with FEC. Our model characterizes the Group Of Pictures (GOP) and Forward Error Correction (FEC) that are part of the MPEG video transmission. ...

Keywords: MPEG, TCP-friendly, forward error correction, multimedia networking

7 Level set and PDE methods for computer graphics




David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available:

Additional Information:

 [pdf\(17.07 MB\)](#)

[full citation](#), [abstract](#), [citations](#)

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the concept of using partial differential equations to solve problems in computer graphics, geometric modeling and computer vision. This will include the structure and behavior of several different types of differential equations, e.g. the level set eq ...


8 Real-time shading



Marc Olano, Kurt Akeley, John C. Hart, Wolfgang Heidrich, Michael McCool, Jason L. Mitchell, Randi Rost

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available:  [pdf\(7.39 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

Real-time procedural shading was once seen as a distant dream. When the first version of this course was offered four years ago, real-time shading was possible, but only with one-of-a-kind hardware or by combining the effects of tens to hundreds of rendering passes. Today, almost every new computer comes with graphics hardware capable of interactively executing shaders of thousands to tens of thousands of instructions. This course has been redesigned to address today's real-time shading capabili ...


9 Courses: Renderman for everyone



Rudy Cortes, Hal Bertram, Tal Lancaster, Dan Maas, Moritz Moeller, Heather Pritchett, Saty Raghavachary

July 2006 **Material presented at the ACM SIGGRAPH 2006 conference SIGGRAPH '06**

Publisher: ACM Press

Full text available:  [pdf\(6.12 MB\)](#)

Additional Information: [full citation](#), [abstract](#)

An in-depth three-part course designed to expand knowledge of the RISpec. The first part is an introduction to RenderMan. The second is a detailed look into the RISpec. The third presents tips and tricks used in production.


10 IMPACT: an interactive natural-motion-picture dedicated multimedia authoring system



Hirota Ueda, Takafumi Miyatake, Satoshi Yoshizawa

March 1991 **Proceedings of the SIGCHI conference on Human factors in computing systems: Reaching through technology**

Publisher: ACM Press

Full text available:  [pdf\(807.29 KB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)


11 The computation of optical flow



S. S. Beauchemin, J. L. Barron

September 1995 **ACM Computing Surveys (CSUR)**, Volume 27 Issue 3

Publisher: ACM Press

Full text available:  [pdf\(3.06 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Two-dimensional image motion is the projection of the three-dimensional motion of objects, relative to a visual sensor, onto its image plane. Sequences of time-ordered images allow the estimation of projected two-dimensional image motion as either instantaneous image velocities or discrete image displacements. These are usually called the optical flow field or the image velocity field. Provided that optical flow is a reliable approximation to two-dimensional ...

12

A traffic for MPEG-coded VBR streams

-  Marwan Krunz, Herman Hughes
May 1995 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1995 ACM SIGMETRICS joint international conference on Measurement and modeling of computer systems SIGMETRICS '95/PERFORMANCE '95**, Volume 23
Issue 1

Publisher: ACM Press

Full text available:  [pdf\(835.13 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Compression of digital video is the only viable means to transport real-time full-motion video over BISDN/ATM networks. Traffic streams generated by video compressors exhibit complicated patterns which vary from one compression scheme to another. In this paper we investigate the traffic characteristics of video streams which are compressed based on the MPEG standard. Our study is based on 23 minutes of video obtained from an entertainment movie. A particular significance of our data is that it c ...

13 Three-dimensional medical imaging: algorithms and computer systems


 M. R. Stytz, G. Frieder, O. Frieder
December 1991 **ACM Computing Surveys (CSUR)**, Volume 23 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(7.38 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

Keywords: Computer graphics, medical imaging, surface rendering, three-dimensional imaging, volume rendering

14 A digital on-demand video service supporting content-based queries


 T. D. C. Little, G. Ahanger, R. J. Folz, J. F. Gibbon, F. W. Reeve, D. H. Schelleng, D. Venkatesh
September 1993 **Proceedings of the first ACM international conference on Multimedia**

Publisher: ACM Press

Full text available:  [pdf\(177.72 KB\)](#)  [ps\(4.19 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: applications, content-based retrieval, multimedia databases, temporal data management, video-on-demand

15 Antialiasing of interlaced video animation

 John Amanatides, Don P. Mitchell
September 1990 **ACM SIGGRAPH Computer Graphics , Proceedings of the 17th annual conference on Computer graphics and interactive techniques SIGGRAPH '90**, Volume 24 Issue 4

Publisher: ACM Press

Full text available:  [pdf\(7.19 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The production of computer-generated video presents a number of difficulties not encountered with motion pictures. Interlaced scanning and the color subcarrier of NTSC video are responsible for special problems such as interline flicker, and chroma aliasing. As in motion pictures, temporal aliasing is also an issue. A renderer can sample and filter a moving image in an arbitrary manner and is not constrained to simply imitate the behavior of a television camera. This paper explores several diffe ...

16 FRAMES: Software tools for modeling, rendering and animation of 3D scenes

Michael Potmesil, Eric M. Hoffert



August 1987 **ACM SIGGRAPH Computer Graphics , Proceedings of the 14th annual conference on Computer graphics and interactive techniques SIGGRAPH '87**, Volume 21 Issue 4

Publisher: ACM Press

Full text available: [pdf\(3.61 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

FRAMES is a set of flexible software tools, developed for the UNIX programming environment, that can be used to generate images and animation of 3D scenes. In FRAMES, each stage of the image-rendering pipeline is assigned to a UNIX System filter. The following is a typical FRAMES pipe sequence where each filter performs a task implied by its name:cat scene.frm|euclid|mover|shade|camera|abuffFRAMES was designed to be easy to use, to permit flexible experimentation with new ideas in image rendering ...

17 Picture Processing by Computer



Azriel Rosenfeld

September 1969 **ACM Computing Surveys (CSUR)**, Volume 1 Issue 3

Publisher: ACM Press

Full text available: [pdf\(2.69 MB\)](#)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

18 Computer graphics: Projecting tension in virtual environments through lighting



Magy Seif El-Nasr

June 2006 **Proceedings of the 2006 ACM SIGCHI international conference on Advances in computer entertainment technology ACE '06**

Publisher: ACM Press

Full text available: [pdf\(209.04 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Interactive synthetic environments are currently used in a wide variety of applications, including video games, exposure therapy, education, and training. Their success in such domains relies on their immersive and engagement qualities. Filmmakers and theatre directors use many techniques to project tension in the hope of affecting audiences' affective states. These techniques include narrative, sound effects, camera movements, and lighting. This paper focuses on temporal variation of lighting c ...

Keywords: arousal, emotions, games, tension, visual perception

19 Lightfield acquisition & display: 3D TV: a scalable system for real-time acquisition, transmission, and autostereoscopic display of dynamic scenes



Wojciech Matusik, Hanspeter Pfister

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Publisher: ACM Press

Full text available: [pdf\(788.24 KB\)](#) [mov\(21:13 MIN\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Three-dimensional TV is expected to be the next revolution in the history of television. We implemented a 3D TV prototype system with real-time acquisition, transmission, and 3D display of dynamic scenes. We developed a distributed, scalable architecture to manage the high computation and bandwidth demands. Our system consists of an array of cameras, clusters of network-connected PCs, and a multi-projector 3D display. Multiple video streams are individually encoded and sent over a broadband network ...

Keywords: Autostereoscopic displays, camera arrays, image-based rendering, lightfields, multiview displays, projector arrays

20 Free-viewpoint video of human actors



Joel Carranza, Christian Theobalt, Marcus A. Magnor, Hans-Peter Seidel
July 2003 **ACM Transactions on Graphics (TOG)**, Volume 22 Issue 3

Publisher: ACM Press

Full text available: [pdf\(5.99 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In free-viewpoint video, the viewer can interactively choose his viewpoint in 3-D space to observe the action of a dynamic real-world scene from arbitrary perspectives. The human body and its motion plays a central role in most visual media and its structure can be exploited for robust motion estimation and efficient visualization. This paper describes a system that uses multi-view synchronized video footage of an actor's performance to estimate motion parameters and to interactively re-render t ...

Keywords: body model, human motion capture, image-based rendering, multi-video texturing

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